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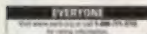
EA  
SPORTS

**TIGER WOODS  
PGA TOUR  
2000**

INSTRUCTION BOOKLET

EmuMovies

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## WELCOME TO THE PGA TOUR®



*Tiger Woods PGA TOUR® 2000* captures the realism, the beauty, and the accuracy of PGA TOUR golf, and brings it right to the palm of your hand. This game is easy to play, but hard to master. Not only can you play against any of six PGA TOUR pros, including Tiger Woods, but you can challenge any of the pros to a Shoot Out match, The Skins Game, or a Tournament as well! The game's more real than ever before, so grab your clubs and head for the links!

## STARTING THE GAME

1. Turn OFF the power switch on your Nintendo® Game Boy®. Never insert or remove the Game Pak when the power is on.
2. Insert *Tiger Woods PGA TOUR® 2000* into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo logo appears. If you don't see it, begin again at step 1.
4. The title screen will appear. Press **START** or the **A Button** to advance to the Main Menu.

# CONTROLS



## Menu Screens

### Control Pad

- Select menu item

### A Button

- Confirm selected option
- Toggle option choices

## On the Course

### Control Pad

- Highlight options
- Adjust spin on the ball
- Move aiming cross hairs
- Press ↓ to adjust golf club range (Putter, Pitching Wedge, Sand Wedge)

### A Button

- Select highlighted options
- Toggle options
- Change golf clubs (next club)
- Confirm aiming cross hairs
- Press three times to strike the ball (highlight Power Meter)

### B Button

### START

- Change golf clubs (previous club)
- Pause game



## MAIN MENU

All the options and game modes in *Tiger Woods PGA TOUR® 2000* can be accessed from the Main Menu. You can head right to the tee for a quick game, load a saved game, or customize the options to suit your needs.

**Tee Off** – By selecting TEE OFF, you will advance to the golf course. If you have made any adjustments in SETTINGS, the new game will reflect those changes. See the “Settings” section beginning on page 7 for more information.

**Play Saved Game** – If you’ve gotten a password from a previous Tournament, select PLAY SAVED GAME to load the password and continue where you left off. See “Passwords” on page 27 for more information.

**Settings** – Customize your game by adjusting everything from the Computer opponents to which golf course you’ll be teeing off on.



## SETTINGS

By selecting **SETTINGS** from the Main Menu, you can customize the game modes, select the courses, choose the opponents, and alter all the options. When all the settings have been changed, highlight DONE and press the **A Button** to return to the Main Menu.

### Mode of Play

**Stroke** – In Stroke Play, every time you hit the ball, a swing is counted towards your score. The golfer with the fewest strokes after 18 holes wins the match.

**Tournament** – Hit the road on the ultimate PGA TOUR challenge! While playing through a tournament, you will have to match your skills in a full four-day (72 hole) tournament against the toughest competition around. Use the Password feature to save your progress (see page 27).



**Skins Game** – Two golfers compete on a course of 18 holes in a Skins Challenge. Each hole has a cash value, or “skin.” By scoring the fewest strokes on a hole, you win the money for the skin. If the golfers tie the hole, the skin is carried over to the next hole.

**Shoot Out** – Four players line up to play three holes of golf. At each hole, the player with the highest score is eliminated. If two or more players tie, a one-shot tiebreaker is played.

## Courses

There are three official Tournament Players Club® courses to play on. Highlight a course to play by pressing the Control Pad  $\uparrow/\downarrow$ , then press the **A Button** to confirm.

**Summerlin** – Start on Summerlin to learn the ropes of the pro tour.

**Sawgrass** – Without proper backspin, you'll hit the water hazard on the infamous Hole 17.

**Scottsdale** – The toughest of them all, try to win a tournament in Arizona.



## Golfers

You can decide how many golfers will play, which ones will be Human or Computer controlled, and what kind of clubs they'll use. You can even rename the six pros or two amateur players, if so desired.

**# Of Player** – Press the **A Button** to toggle the number of players between 1/2/3/4. Every time a new golfer is added, a pro's name will appear on the list.

**Pro's Name** – Highlight any of the golfers' names and press the **A Button** for the following options:

- **Change the Pro** – Press the **A Button** to choose between Tiger Woods, Craig Stadler, Brad Faxon, Lee Janzen, Tom Kite, and Davis Love III, or you can choose one of the two amateurs.
- **Rename Player** – Press the **A Button** to rename the golfer. Control Pad  $\uparrow/\downarrow$  changes the letters, and  $\leftarrow/\rightarrow$  highlights the letters to change.





- **Type** – Toggle the control of the selected golfer between COMPUTER/HUMAN. By selecting HUMAN, you will control that particular golfer. When you select COMPUTER, the golfer will automatically compete against you. All four golfers can be either Human or Computer controlled, or any combination thereof.
- **Clubs** – Toggle between NORMAL/FLEXIBLE/POWER. Flexible clubs provide you with more technique, adding more draw, fade, or spin to the shots. Power clubs provide longer shots with less technique.
- **Done** – Press the **A Button** to return to the Golfer Select menu.

## Options

Further customize your game with the following options. Use the Control Pad  $\uparrow/\downarrow$  to highlight an option, then press the **A Button** to change it.

- **Tees** – Toggle between AMATEUR/PRO. Pro tees are placed further back, demanding a longer drive from the golfers to reach the green.



- **Greens** – Toggle between WET/DRY. Wet greens affect the ball's movement, slowing down a putt or pitch considerably.
- **Swing** – Choose from 3 CLICK or PRO SWING. When 3 CLICK is selected, you will have to press the **A Button** three times to strike the ball. When Pro Swing is selected, you will have to judge the meter yourself. (See page 18)
- **Mulligan** – NO/YES. By selecting YES, you will have the option, after you Tee Off, to take the shot again. By doing so, the previous shot is called back and you are penalized one stroke.
- **Shot Clock** – 0/10/15/20. To speed the game up, you will need to hit the ball within the allotted time. If you are unable to do so, you will be penalized one stroke.
- **Opponent Level** – Select between FAIR/GOOD/EXCELLENT/OUTSTANDING. This determines how difficult the Computer controlled opponents are, with FAIR being the easiest setting and OUTSTANDING the most difficult.
- **Done** – Press the **A Button** to return to the Settings menu.

## STARTING A PRACTICE ROUND

To play a quick practice round and learn the controls, select **TEE OFF** from the Main Menu and press the **A Button**. Without changing any of the settings, you will start on the first hole of Summerlin, playing as Tiger Woods without any opponents.

Before you tee off, information on each hole is displayed for viewing. When you're done looking at the information, press **START** or the **A Button** to head to the tee.

Next, a bird's eye view of the tee is shown, along with a picture of Tiger Woods and a list of controls on the bottom of the screen.

- The picture shows whose turn is next. Since you're playing a one-player practice round, it will always show Tiger Woods.
- Press the **A Button** to begin your turn.

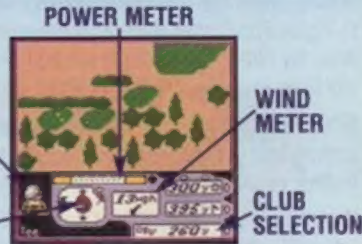


## Preparing the Shot

Before teeing off your first shot, look at the Wind Meter and make the necessary adjustments. Press the Control Pad  $\leftarrow/\rightarrow$  to move the black dot, highlighting a different option on the game screen, then press the **A Button** to change it.

### Ball Lie

The Ball Lie is shown in the bottom left area of the screen and shows what kind of terrain the ball is resting on.



### Wind Meter

In the center of the on-screen controls, a box contains an Arrow and a Number. These indicate the wind speed and direction, which you are unable to change. Watch out for occasional gusts as you prepare your shot.

**Note:** The short irons impart a greater arc to the ball than do woods and long irons. Consequently, the higher the arc of the shot, the more the wind will influence the flight of the ball.



## Spin Adjust

Highlight the Spin Adjust meter, then press the **A Button** to change the spin. Use the Control Pad to determine where the club will make contact with the ball. Press the **A Button** when you're finished.

Hitting under the ball (↓ on meter) will increase the arc of the ball in flight. The higher the arc, the less the ball will roll when it lands. Also, by hitting underneath the ball, you will create backspin which will help keep the ball from rolling when it hits the green.



When you top it off (↑ on meter), the ball's arc will be decreased, causing it to fly on a straighter path through the air. The topspin will cause the ball to roll more for further yardage.

If you need to set a fade (→) or draw (←) to get around a group of trees, use the left and right areas on the ball. The more the cursor is to the left, the more the ball will draw to the left midair; with the cursor closer to the right, the ball will fade to the right during its flight.

## Cross Hair Adjust

Determine how far and where you would like to hit the ball. Highlight the cross hair and press the **A Button**. You now control the cross hair eight yards from the tee. Press the Control Pad to aim towards the desired location on the fairway, then press the **A Button**.

- When the cross hair moves over the green, press **SELECT** for a close up view of the green.
- Two dots above the cross hair adjust represent a regular shot and a stronger shot. Use the Control Pad ←/→ to select one and press the **A Button**. You can then toggle between the two shots by pressing the Control Pad ←/→. When the stronger shot is selected, a red line will appear in the Overswing Area. Try to hit the red line for a full swing. Press the **A Button** when you're finished.



## Club Selection

*Tiger Woods PGA TOUR® 2000* automatically selects a club for every situation, which you can change if so desired. Many factors, including wind and ball lie, can influence your club choice.

To select the proper club, highlight the box in the bottom right corner of the screen, then press either the **A** or **B Buttons** to scroll through the available clubs. If you select a Putter, Pitching Wedge, or Sand Wedge, you can press the Control Pad ↓ to change the Power Meter yards.

Each club has different characteristics, including its maximum distance potential. The distance potential of the club shows the **TOTAL** distance for a shot, not the aerial distance. This assumes that the player has a perfect lie, no wind, and a flat spot for the ball to land so it can bounce and roll.

## Power Meter – Hitting the Ball

When you're finally ready to take the shot, highlight the Power Meter and press the **A Button**. You will now see Tiger Woods at the tee, ready to drive the ball.

### For a 3 Click Swing:

- Press the **A Button** to start your backswing.
- Once the meter reaches the desired strength, press the **A Button** again to end the backswing and begin your swing.
- Press the **A Button** a third time to strike the ball (at the Accuracy Point).

### For a Pro Swing:

- Press and Hold the **A Button** to start your backswing. The longer you hold the **A Button**, the more powerful your shot will be. You won't be able to see the meter move, so you will have to decide how long to hold the **A Button**.
- Release the **A Button** to view the Power Meter and Backswing.



- Finally, press the **A Button** a second time (at the accuracy point) to strike the ball. There are two crucial areas to hit on the Power Meter while taking a shot – the Overswing Area and the Accuracy Point.

**1. Overswing Area** – When you press the **A Button** to begin the backswing, the meter will begin moving to the left. The solid line before the yellow area represents a full, complete swing, hitting the ball at 100%. If you're trying to gain a few extra yards, you can let the meter run into the yellow area to the left of the line, the Overswing Area.

- This will increase the power of the shot.
- Also, the potential to hook or slice the ball will be increased if you miss the Accuracy Point.

**2. Accuracy Point** – An important skill to develop is stopping your swing exactly on the Accuracy Point. If you do, the shot will travel straight down the fairway, towards the cross hair (assuming the wind conditions don't affect the ball). If you miss the Accuracy Point, the shot will either hook or slice, depending on where you ended the swing.

- **Slice** – The ball will slice to the right if you end your swing with the meter to the right of the Accuracy Point.
- **Hook** – The ball will hook to the left if you end your swing early, to the left of the Accuracy Point.

**Note:** When your swing has gone into the Overswing Area, any hook or slice will be exaggerated and can travel further away from the fairway than intended.



## Yardage Window

The window above the Club Selection shows the current distance to the hole, in a straight path. Use this gauge to decide which club to use, or while aiming the cross hairs on the course. Before hitting a shot, you can view the green by selecting the yardage window and pressing the **A Button**.

After hitting the ball, you will watch as it soars over the fairway. As soon as the ball lands, you can see how far the shot traveled by looking at the Yardage Window display.

## Calculating Your Shot

There's more to hitting the ball than simply aiming the cross hair and swinging the club. You should take into consideration the wind, the ball lie, your follow-up shot, and the potential hazards on the course. Practice makes perfect, so continue the 18 Hole practice round before taking on an opponent.

## How to Putt

Putting on the green is the same as driving a ball off the tee or hitting the ball out of the rough.

- Aim your shot with the cross hairs while viewing the angle of the green. The arrows on the green show where the hills and valleys are.
- Highlight the Club Selection and press the Control Pad ↓ to adjust how hard the Power Meter will allow you to hit the ball. You can toggle the Power Meter from 80 feet down to 4 feet when the putter is selected. Keep in mind, if the ball is on the rough, the game calculates the distance to the hole in yards, not feet.
- To strike the ball, press the **A Button** three times, as you would for any other shot in the game.



## STROKE PLAY

The default exhibition game, Stroke Play, offers the normal scoring used on every golf course across the country. Every time you hit the ball, a stroke is added to your score. The player who finishes with the fewest strokes wins the game.

If you don't have time to play through an entire 18 hole round, you can save your game after every hole. Once you've putt through a hole, a password will appear. Make sure you write down the password so you can continue the game where you left off.



## TOURNAMENT

Now that you've mastered the basics and perfected your skills, it's time to put it all together and play a tournament. The Tournament mode takes you through four full rounds (72 holes) on the same course. Professional tees must be used and Mulligans are not allowed.



After completing every hole, the Leader Board will be shown. After viewing the Leader Board, you will be given a password. Make sure you write down the password so you can continue the game where you left off.



## The Leader Board

Once a hole has been completed, you will automatically view the Leader Board, which lists all the players in the tournament in order of lowest total score.

- Next to the name of each player is his current score in relation to par.
- To the right of the player's score is the Hole column, which indicates where each player is located on the course.

Press the Control Pad / to view all the players. Press the **A Button** to advance to the next hole.

## Making the Cut

Generally, by shooting par or better, you will make the cut and advance to the next round. At the end of the first round, the top players, plus all those players tied for the lowest qualifying score, move on to the second round.

At the end of the second round, the top players, plus all those players tied for the lowest qualifying score, move on to the third round. This repeats until only the best golfers have advanced to the fourth and final round.

## THE SKINS GAME®

Two or more players compete in a Skins Challenge for cash. The game is played over the course of 18 holes, with each hole assigned a monetary value. The values of the holes increase as you play. The player to win the most money after 18 holes wins the Skins Game.

In order to win cash, you must win the skin for that specific hole. To win a skin, you must win a hole outright by making a lower score on that hole than each of the other competitors. If two players tie for the lowest score on a given hole, the skin for that hole carries over to the next hole. Theoretically, all 18 skins could ride on the 18th hole. If no one wins the 18th hole, the players replay the 18th hole until someone wins the remaining skin(s).

HoleSkins.com Scores		
HOLE		1
BRADS		49
PAR		5
TIGER H	105,000	4
O LOVE		4



## SHOOT OUT

Before heading to the links, choose which golf course to play on and which pros will compete from the Settings menu.

In Shoot Out mode, four players line up to play three holes of golf. At each hole, the player with the highest score is eliminated. The players who score the lowest on each hole continue to the final hole where only two players are left to compete for the final prize.

If two or more players tie for the highest score on a hole, nobody is eliminated and all of the golfers advance to the next hole.

At the end, if two or more players tie, a one-shot tie breaker is played. The referee places the ball randomly in a position close to the green. The shot can be a chip or a putt, and each tying player takes the same shot. The player farthest from the hole is eliminated. If the players are still tied after the first shot, then a second tie-breaker is played, and so on.

## PASSWORDS

While playing through the Tournament mode, you will be given a password after each hole is completed so you can resume the game at a later time. Be sure to write down the password properly in order to return to the exact spot in the tournament where you left off.

- When you turn the game ON, select **PLAY SAVED GAME** to enter your previously earned password.
- The Saved Game screen will appear. Enter your password by pressing the Control Pad **↑/↓**. To move to the next blank, press the Control Pad **→**. To return to the previous letter, press the Control Pad **←**.
- When the password has been entered correctly, press the **A Button**. You will be sent to the next tee in the tournament, right where you left off.

**Note:** Turning the Game Boy OFF erases the password from memory. Be sure to remember the password!



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THQ Customer Service  
27001 Agoura Road, Suite 270  
Calebas Hills, CA 91301

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